

Okay, before you see this updated issue, I just want to admit that I know I seriously screwed up on the original version of this issue, and I apologize for that, because my spell checker was acting weird and made things come out spelt wrong, grammar was terrible, and I forgot to check it before I released it. But I assure you that this will never happen again. So below is the revised Issue 15 with updated information! First what you will see is everything that was in the original issue, and underneath my closing is the newly added updated content, so that you don't have to go searching through this issue for it. And while I have this chance to say it, I just want to let you guys know that episode 6 of GamersCast has been recorded last week, but may be a little late upon its release to the iTunes feed, and The Official List of rumors will soon be updated and converted to a PDF file, so you will need Adobe Acrobat Reader to view that as well. You can also expect that older issues of the Gamers Newsletter may also soon be changed to PDF format, but aside from that: Without further a due here is the updated, edited, and revised issue of the Gamers Newsletter!

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Hey everybody, and once again, welcome back to The Gamers Newsletter! Now before I begin there are a few announcements I must make. First off, The Gamers Newsletter has been having very infrequent issues lately because we felt that each issue needed to be a certain length, so we waited for the news to pile up a bit to get a nice lengthy issue, but in the process, you may have been getting a bit behind on news, but that is going to change. We now have recruited a few new website admins, so the website will be updated much more frequently, as well as the RSS feed. Now each website admin will specialize in their own section of news. So I, Matthew Goldzman, will be covering Nintendo, Matthew (didn't tell me his last name) will be covering PlayStation, and the always cheerful Justin Taylor will be covering Xbox. The Gamers Newsletter main page will also be organized differently so you can get to what you want easier. The main page RSS glitch has been fixed and will be placed soon on the main page. Now instead of subscribing to the Gamers Newsletter via e-mail, you can now subscribe to it through the GamersCast feed on iTunes, Yahoo, or AllPodcasts.com (iTunes recommended), but as always, you need Adobe Acrobat Reader to view the Newsletter. And you can also listen to GamersCast through your cell phone via MobilCast, as well as your PSP, to subscribe to GamersCast through PSP by simply typing the following URL into your PSP's web browser:

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And last, but not least, we are now in the process of making a new website just for GamersCast, for more information see Episode 6 of GamersCast.

Anyway, recently in Japan, Nintendo confirmed their plans of Nintendo DS Lite. As you can probably tell from the title, Nintendo has once again taken on the "GameBoy Pocket" angle, but it isn't as bad of an idea as GameBoy Micro by far! Right now, our classic Nintendo DS fits in most pockets, but it is often a tight squeeze just like the original GameBoy was, but while it can fit in most pockets, it still couldn't get the proper security as GameBoy Micro, but in my opinion GameBoy Micro was a bad idea, and unless your trying to put it, in a pencil pocket, I would've just got the new GameBoy Advance SPs. Back on topic, with Nintendo DS, the only difference besides it's size is, it's backlit screen is as bright as, or possibly brighter than the new GameBoy Advance SP, a slightly sleeker look, and the start and select buttons moves to their classic locations (underneath A,B,X, and Y). But it gets better! The Microphone is in between the hinges on the DS, so nothing gets into it, when you aren't playing,

and the power light is on the right hinge, making it more visible to see than before, back when the top screen partially covered it on the original DS. You can choose how bright you want the backlit screen to be, on a scale of 1 to 4. So, yes, you can play under your covers without the screen's light keeping you awake once you're done! And you can also choose a battery consumption mode! Once again, on a scale of 1 to 4! So, if you're running low on battery you can keep playing, but some features may be disabled on the highest battery mode, or perhaps it is synchronized with the backlight mode! The only other difference is that the DS logo is now on the front.

Originally, the first Nintendo DS was \$150, which wasn't too bad of a price, and as you know it dropped to \$130, so obviously this new Nintendo DS, we now know as Nintendo DS Lite, costs \$140. In Japan, Nintendo DS Lite will be released on March 2, 2006, but Nintendo of America has not yet revealed any of its release plans. The Nintendo DS Lite will be discussed and analyzed further than anything has ever been analyzed before (as far as we know) during episode 7 of GamersCast!

But Until then, I'm Matthew Goldzman, logging off!

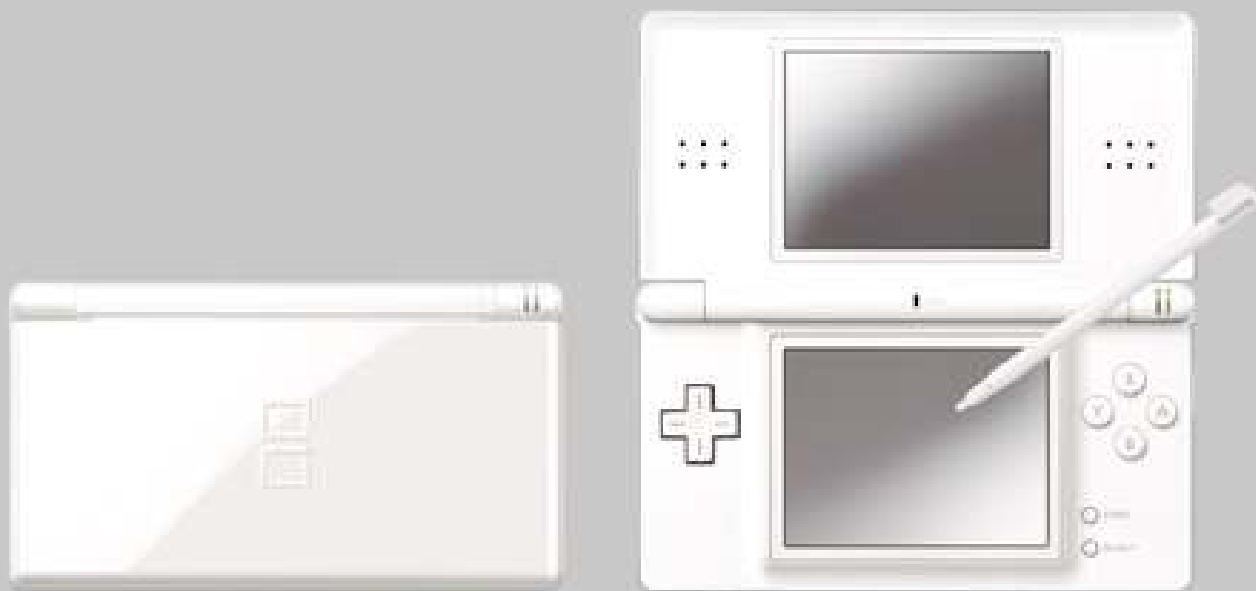
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#### **UPDATED INFORMATION STARTS HERE!**

Okay, the following information contains new details on Nintendo DS Lite.

Okay, right after I released the original infamous version of this issue, more new details were released. First off which is, that as GameBoy, once Nintendo DS Lite is released the original Nintendo DS will stop cease production and will continue to be manufactured and sold. Nintendo has announced that at the launch of Nintendo DS Lite there will be three launch colors. One of which is white, as you can see from the picture below, and two other colors that Nintendo is keeping as a surprise. As for the release date of Nintendo DS Lite, all Nintendo has said is it will be after this spring, so you can expect to see Nintendo DS Lite, most likely in summer (but that's just speculation), which means that Nintendo DS Lite will be definitely released in the United States. A picture of the new DS can be seen on page 3 of this issue. That's all the information we know about Nintendo DS Lite so far, and be sure to keep checking back here for all of the latest video game news!

Until next time...



NINTENDO  **DS** lite